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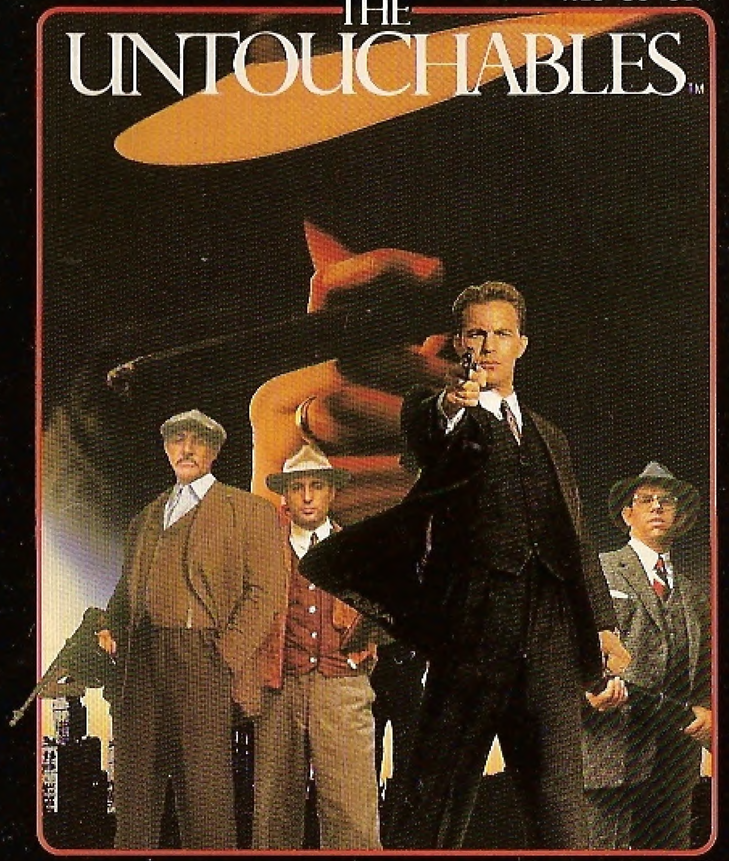
EmuMovies

NES-U6-USA

THE UNTOUCHABLES™

INSTRUCTION MANUAL



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Precautions

1) Be sure to turn off the power before inserting or removing the Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

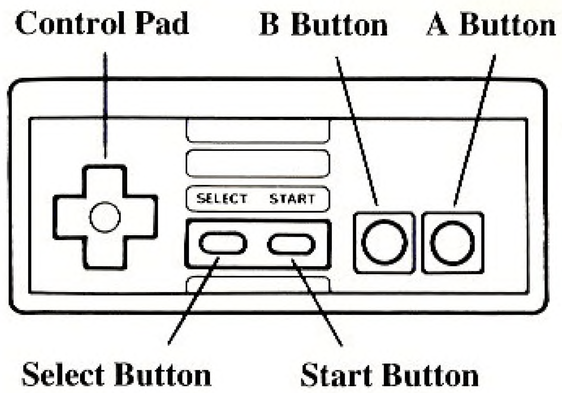
The Untouchables... Live an American Legend.

You control Eliot Ness' elite squad of crimebusters. The Alleyway Shootouts, the Warehouse Bust, the Border Raid, the Train Station Confrontation and the Final Rooftop Duel enable you to re-live the knife-edge existence of Eliot Ness, as you crusade through 1920's Chicago in search of Capone's retribution.

Take on the Mob as you lead the Untouchables on their most exciting and challenging mission . . . With seven levels of explosive action and a thrilling climax!

Getting Started

Insert the Untouchables cartridge and turn on your Nintendo machine. After a few seconds, press START to begin the game.



Controls

The UP, DOWN, LEFT and RIGHT controls on the control pad will move your man and/or cursor (depending on the section being played) in the appropriate direction.

In Section 2, The Warehouse Bust, the B button will make Ness JUMP and the A button FIRES his weapon. In all other sections, both the A and B buttons are used for FIRE weapon.

On the Title screen, the START button is pressed to begin play, and thereafter to begin play from the screens at the beginning of each new level. During gameplay, the START button can be pressed to PAUSE the game. Pressing it again will UNPAUSE the game.

On the Title screen, the SELECT button is used to choose if you want music or sound effects in the game. In the Alleyway Shootout and Border Raid sections, the SELECT button is used to switch the member of the four Untouchables you are controlling: NESS, MALONE, STONE AND WALLACE.

Gameplay

This Untouchables mission takes place over seven different scenarios, each presenting a new challenge to Ness and his men. If your mission fails, you will re-start at the beginning of the section you have just played.

IMPORTANT! In the Alleyways and Border Raid sections, you are given the opportunity to keep changing the Untouchable currently being used. Use this facility wisely, as the scenario of the game closely follows that of the movie. This means that certain members of the Untouchables are necessary for specific sections. If a member is eliminated prior to these sections, the game cannot continue. Playing the game will familiarize you with the appropriate characters and their sections.

Sections

Section 1 – The Street

Ness is making his way to a warehouse where he believes he may find some evidence to indict Al Capone. However, news has leaked of this impending raid, and Capone has sent some of his men to three alleys in order to ambush Ness. Time is limited, as you must reach the Warehouse in order to obtain the evidence before it closes. You have a specific time limit in each of the three alleys, in which you must shoot the specified number of ambushers.

Your shotgun holds only two rounds, so make every shot count! After you have discharged the two rounds, you automatically duck back under cover to reload. Use the control pad to aim your shotgun sight at the men who appear at different intervals. You can step back to use the wall for cover at any time as the enemy makes each shot count, but watch that clock!

You will progress to the next alley when you have eliminated the required number of villains from the current alley.

Section 2 – The Warehouse

You control Ness in this level in which there are a number of accountants carrying vital evidence against Capone. Moving left and right and jumping up and down the crates, you must locate these gray-hatted men and shoot them, forcing them to drop the evidence (shown as ledger pages). However, there are plenty of Capone's henchmen around who will try to stop you from reaching the accountants.

Use your shots sparingly, as you only have ten rounds of bullets in your pistol. When you shoot certain vilains, however, they might leave behind a full magazine of ammo (shown as a violin case marked 'A') or an energy recharge (shown as a violin case marked 'E'). If they drop a violin case marked 'R,' this will give you an unlimited number of rapid-fire shots, but only for a few seconds. If you run out of ammo and there is none to pick up, you will usually find some either at the far left or far right of the Warehouse. You must walk over the violin cases and ledger pages in order to pick them up.

The section is completed by collecting the required amount of evidence as shown in the Status Panel.

NOTE: Some of the crates are stacked directly on top of each other, and these are impossible to jump on. It will take some time to familiarize yourself with the layout and ascertain which crates can be jumped on.

Section 3 – The Bridge

Acting on a hot tip, The Untouchables lie in wait on a bridge at the Canadian-American border for Capone's shipment of contraband. The convoy of trucks and cars screeches to a halt as the villains race for cover. You lie low on the ground for cover and must aim your gun accurately to eliminate as many gangsters as possible and destroy the contraband.

The contraband is portrayed as a bottle, and you must shoot this in order to accumulate 'evidence points' as shown on the Status Line. When you locate and shoot a bottle, another will appear at random elsewhere on the bridge. This section is complete when you have obtained 100% of Evidence.

There is no gunsight in this level, so you must use your 'bullet-hits' as reference when you are aiming. Constantly holding down the fire button will give you rapid fire in this section.

When your character's energy is getting low, press SELECT to change character at any time. IMPORTANT – the energy level of characters not being used will slowly recharge!

Section 4 – The Alleys

You have located Capone's chief accountant, who is going to get a train out of the State at noon. Making your way to the train station, you are once again ambushed in the streets by Capone's men. This time, there are EIGHT alleys to negotiate, with a very nasty surprise in the eighth!

Time is limited, as you must reach the Station in order to obtain the evidence before noon. You have a specific time limit in each of the eight alleys, in which you must shoot the specified number of ambushers.

Your shotgun holds only two rounds, so make every shot count! After you have discharged the two rounds, you automatically duck back under cover to reload. Use the control pad to aim your shotgun sight at the men who appear at different intervals. You can step back to use the wall for cover at any time as the enemy makes each shot count, but watch that clock!

If the Untouchable you are using has sustained a lot of damage, you can SELECT another character (but only when reloading behind the wall). While he's not in use, the energy of any damaged Untouchable will slowly recharge. You will progress to the next alley when you have eliminated the required number of villains from the current one.

Section 5 – The Train Station

As Ness awaits the arrival of the accountant, he helps a woman lift her baby in a baby-carriage up the steps of the train station. Before he reaches the top, Capone's accountant arrives with an armed escort and opens fire. Ness releases the baby-carriage and starts to fire back.

You must guide the baby-carriage to the bottom of the steps, avoiding enemy fire and any obstructions. If the baby-carriage incurs too much damage from gunfire, or is overturned by hitting an obstacle, then you will fail.

All villains can be shot in this level, but there are a number of innocent civilians (in white) who must not be hurt. Shooting a civilian will result in a large amount of energy loss to Ness.

To guide the baby-carriage left, position yourself to the right of it and push left (and vice-versa). There are some pointers on the ground as an aid to guiding the baby-carriage in the correct direction, but as you progress, some of them may be misleading.

This section is complete when you have guided the baby-carriage safely to the bottom of the steps.

Section 6 – The Hostage

Realizing he is the last one left in the station, one of Capone's henchmen takes the accountant hostage at gunpoint and threatens to shoot him if you do not lay down your arms. You control Stone, who is a crack-shot. You must stop the gangster with a single shot. The only target you consider safe enough to hit is the HAT of the gangster. If you succeed in hitting this target, the shock will cause him to instantly faint and the accountant will be safe. If, however, you shoot the gangster and miss his hat, he will still have enough energy to carry out his threat.

NOTE: If you fail this section, you will be put back to the beginning of the Train Station section. You are therefore offered a practice option if you do not wish to try immediately.

Section 7 – The Rooftop

With the evidence all collected, Capone is in court for the trial. His head Hitman, Frank Nitty, is still at large, however, and you must chase him across the court rooftop and avenge Malone's death. This is the final shootout which, if successful, will result in the end of Capone's regime.

Working in a similar way to the Alley sections, you are now armed with a six-shot pistol. Unlike the Alley, however, you must reload the gun yourself. This is done by moving back behind the wall and pressing the FIRE button to reload each bullet.

Status Line

At the bottom of the screen is a STATUS LINE, which shows all necessary information for the current section. From left to right, these are:

1) **Score.** This displays your current cumulative score.

2) **Time.** This displays time remaining for current level or alley.

3) **Objective Status.** This will display (if relevant) the current status of your objective for the level, i.e. how much evidence obtained (levels 2 & 3), how many enemies left to shoot (levels 1 & 4), etc.

4) **Ammo.** This will display (if relevant) how many rounds of ammunition you currently hold in your weapon.
NOTE: On level 5 this will display the damage status of the baby-carriage.

5) **Character.** This will depict a representation of the particular Untouchable you are currently controlling. On the right of this is shown his energy level.

Playing Tips

- In sections 3 & 4, it is a good idea to keep switching the Untouchables. Remember, when not in use, a character's energy slowly recharges.
- In section 2, the accountant will try to stay as far away from you as possible. Once you spot him, stay close! If he is above you, you may see his gray shoes running across the top of the screen.
- Keep practicing the hostage section – You only have one shot!
- Familiarize yourself with the layout of the Train Station – the baby carriage is easily damaged!

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference in radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient the receiving antenna
– Relocate the NES with respect to the receiver
– Move the NES away from the receiver
– Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Inteference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.